ALL MADE ON ZX81/TIMEX 1000

Send the name of this character and you will receive the PROGRAM and the DATA that will put this picture on your own screen (or printer). See bottom of page 2 for more details.

ZX-81

10 YEARS LATER

ALL

THE NEW NEWSLETTER FOR THE SINCLAIR ZX81 / TIMEX 1000.

ALL YOU SEE, AND WILL SEE, HAS BEEN CREATED WITH, AND ONLY, A ZX81, A 16K RAMPACK AND A TIMEX 2040 PRINTER.

WHY ZX-81?

Because the ZX81/Timex 1000 is 10 years old this year and I want to lift the spirit of the users and the believers in this marvelous little computer. I also want to reach the far away users and/or programmers.

In this newsletter you will get print-out, pictures, and articles like X-TRA BASIC, ALL ABOUT PAUSING, ALL ABOUT PRINT, BYTE SAVING, FASTER RUNNING PROGRAMS, SPEED TEST, PROGRAMMER'S TOOLS, TIPS 'n TRICKS, etc...

→ page 6

IF YOU WISH TO RECEIVE

A PRINT-OUT, A CASSETTE,

AN INFORMATION, A REPLY

OR THE NEXT MONTH ISSUE

OF THIS NEWSLETTER SEND

A SELF-ADDRESSED ENVELOPE

TO: ANDRE BAUNE
304 SCOTT,
CHATEAUGUAY, QUEBEC
CANADA J6J 4H5

WHO IS ANDRE***

My name is André Baune and I am forty-nine years old but I still move, think and act like a sixteen years old.

I bought my first Sinclair computer in December 1981. It was my personnel gift for Christmas. I had no previous experience or knowledge about computer but what I had seen and heard about them had made them dream machines. They had become amazing, fantastic, interesting, baffling, out of this world. For the first time man had created a machine that mimicks his own brain and now it was available to everybody for a cheap price. WOW! And I could get one!

I got one! When I opened the box and I saw that little flat black thing, my heart sank. No way! That thing cannot perform. I connected it, started to read the instructions and tried it. It worked! It worked more, much more than I thought.

For me, learning being fun, after two months I was able to create programs and as a reward I allowed myself to connect the 16K ram module. Another two months passed and I bought my first program. Since then I did not buy many programs but I created, adapted and modified hundreds of programs and I still do create and learn more and more about and with my ZX81.

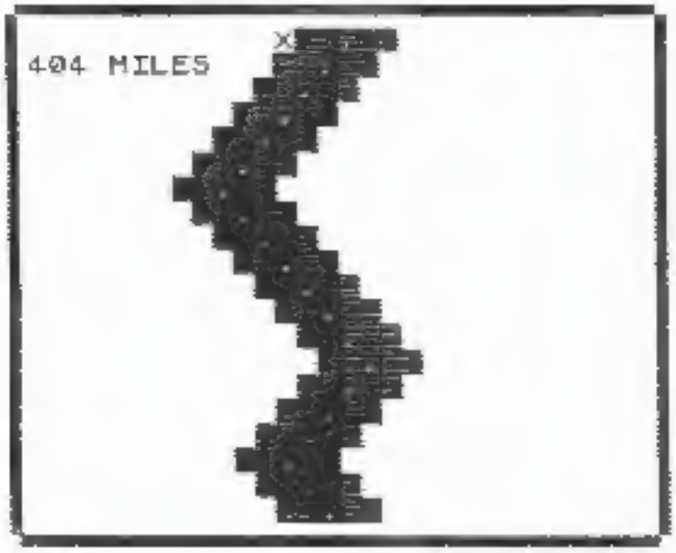
The best part of this story is that I AM STILL LEARNING and through this newsletter I will communicate to you what I have learnt through the past years.

All you will see in these pages has been done in BASIC because I did not start yet to learn machine language. So if you are just a beginner it should be easy to learn and understand my explanations about BASIC language because what I talk about is the BASIC language of your ZX81/Timex 1000. If you are a more experienced user/programmer there will be new methods or tricks to make your computer run better and faster without changing any hardware. So bring your Sinclair/Timex back on your working table, there is something new for them. This is what ANDRE*** is all about.

ANDRE***

ZX CAR RACE

A SCREEN SAMPLE:



THE PRINT-OUT:

```
   1 FOR I=A TO RND*5+A
   2 PRINT AT 0,C;"■";AT 21,R;"■
■■■■"
   3 LET M=M+A
   4 LET R=R+T
   5 LET C=C+(INKEY$="0")-(INKEY
$="1")
   6 SCROLL
   7 IF NOT PEEK (D+C) THEN GOTO
 11
   8 NEXT I
   9 LET T=(RND>.5)*2+(R(5)-(R>1
9)-A
  10 GOTO A
  11 FOR I=A TO 9
  12 PRINT AT 0,C;"X ■ X ■ X"(I)
  13 NEXT I
  14 PRINT M;" MILES"
  16 PAUSE D
  18 LET R=13
  20 LET C=15
  22 LET M=NOT PI
  24 CLS
  26 FOR I=M TO 20
  28 PRINT TAB R;"■■■■■■"
  30 NEXT I
  32 GOTO 9
  34 SAVE "ZX RACE" ■■■■■■***
  36 LET A=SGN PI
  38 LET D=VAL "PEEK 16396+256*P
EEK 16397+A"
  40 GOTO 18
```


ABOUT ZX CAR RACE

This extremly short program (463 bytes) runs in only 2k of ram (the standard Timex 1000) and uses ALL the screen. The keys to steer the car are 0 and 1, located on each side of the keyboard at the top for easy handling. After an accident ANY KEY pressed will restart the game. This program uses 2 functions of the Sinclair/Timex: PAUSE and SCROLL. The screen picture is enhanced by the added white line in the middle of the road.

TYPING NOTES:

-Line 2 ''inverse H''
-Line 2 and 28 ''inverse space, inverse space, inverse dot, inverse space, inverse space''
-Line 12 ''X, space, inverse X, space, X, space, inverse X, space, X''

USER'S NOTES:

-To SAVE, type RUN 34.
-To start: type RUN 36.

VARIABLES USED:

A = 1
I = Utility counter
M = Miles run
C = Car position
R = Road position
D = Display file address
T = turns value

SINCLAIR/TIMEX' SUPPORTERS

Computer Monthly,
P.O. Box 7062,
Atlanta, GA 30357-0062

Mountainer Software,
749 Hill Street # 9,
Parkersburg, WV 2604

Send a letter to these people with your name and address, asking them what they have for you and your computer.

As I gather more supporters' names of the ZX81/TIMEX 1000, I will include them in this column.

NEXT MONTH

12 PAGES of more new graphics, new pictures, new print-out, PLUS new games, quizzes, PLUS new series of topics about OUR Sinclair/Timex. SEND FOR IT--> NOW!

From page 1...

I will try to keep this newsletter for at least a year depending upon the interest and the feedback I will receive. So be nice and drop me a word, a name and address, a question, a suggestion, a problem, a small program you would like to be shared, a picture you would like me to digitize.

Join a club, send your name around and we will all gain because newcomers will join in and bring new ideas we all could benefit from.

MER ! ON SINCLAIR ZX81/TIMEX 1000 ? ? ?

■■■■■***

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ACHTUNG

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The word processor used in these pages is ''WORD SINC II'' of P. Hargrave, Nanaimo, B.C. Canada.